Witch

A wise user of magic who knows many fundamental truths of the world. Although skilled, they tend to avoid using their powers as a means of solving their problems.

Example jobs: wise woman, thread vendor, counseler, etc.

Example actions: healing, advising, meddling, etc.

Natural Magic

The remote glens and dark woods are home to many scary things and you are secure in the knowledge that you are one of them. You are in tune with the elements of nature and may use spells from any Season.

Skill Effect: Access to all Seasonal Magic (Including Fulcrum Effects, if stacking Class)

. Usable Circumstances	Stat Used	TN
-	-	-

Draw Out

You know that things that seem immaterial to most people are just as real as the ground under your feet. You can use this knowledge to turn intangible things, such as pain or a ray of sunshine, into base materials or elements that share its properties. Requires a Concentration Check.

Skill Effect: Create +1 or special trait materials using a Concentration Check.

Usable Circumstances	Stat Used	TN
Contact with source material	[SPI + SPI]	GM discretion

Headology

True magic lies not in the casting of spells to solve problems but in getting people to fix problems for themselves. You know that the right word at the right time is worth more than a thousand enchantments. When engaging in any social contest, use any stat of your choosing with a +1 bonus.

Skill Effect: Use any stat and gain +1 bonus in social contests.

Usable Circumstances	Stat Used	TN
Any social contest	-	contested